

Mobile Learning Overview

Judy Brown

ILT Team: Mobile Learning
ADL

03/17/2010



Let's Look At...

- Mobile Status and Definitions
- Considerations
- Some examples
 - Commercial and Academic
 - Military
- Future Directions
- Discussion and Questions





CEO Eric Schmidt

In his Mobile World
Congress keynote address,
Google CEO Eric Schmidt
describes the mobile
ecosystem as a confluence
of computing power,
connectivity and cloud
computing, and proclaims a
new focus for the industry:
putting mobile first.



3



Tomi Ahonen Almanac 2010

- 4.6 billion subscriptions 68% of planet
- 3.4 billion unique users half the planet
- 1.2 billion PCs (including notebooks)
- 3x as many camera phones in use today than any kind of stand-alone camera, digital or film-based ever manufactured
- 1.13 billion handsets sold last year compared to 270 million new PCs
- More internet users on mobile than on personal computers



Capabilities Today

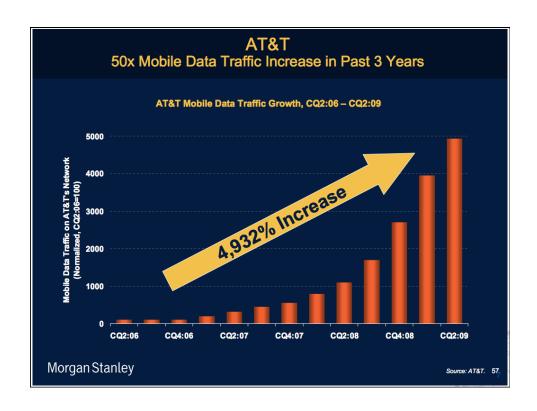
- 100% able to receive SMS text messages
- 95% have some kind of browser
- 93% have a color screen
- 73% of all phones in use are cameraphones



Photograph: Alamy



Benefits Of Mobile Technologies What are the biggest benefits of mobile technologies to your organization? **85**% Improved productivity 81% Improved access to critical information 64% Increased customer interaction/responsiveness Faster/better decisions 64% Increased sales and/or revenue 36% Automation of paper forms/higher data accuracy 34% Other 20 40 60 100 % of Respondents Note: Multiple responses allowed. Data: InformationWeek Research Mobile Computing study of 527 business technology professionals



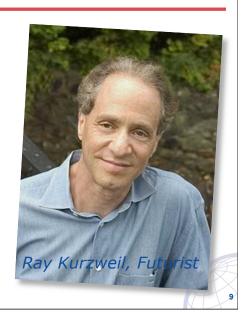






Misnamed?

"Mobile phones are misnamed. They should be called 'gateways to all human knowledge'." Handheld Learning 09





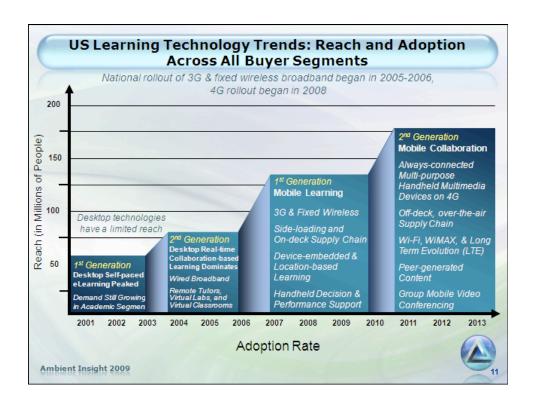
Five Moments of Learning Needs

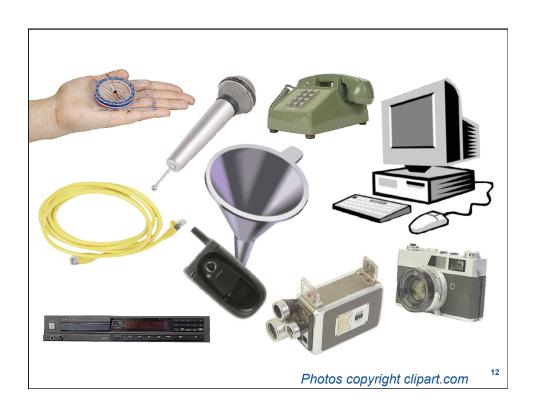
- When learning for the first time
- When wanting to learn more
- When trying to remember
- When things change
- When something goes wrong

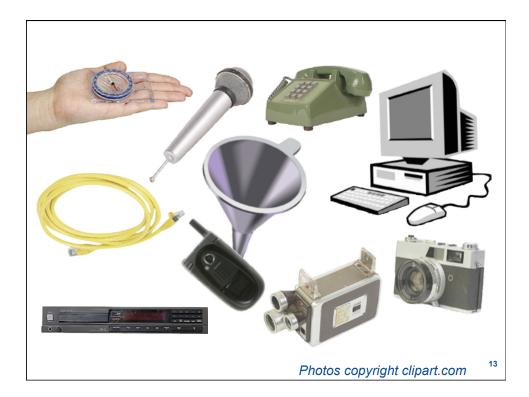


Dr. Conrad Gottfredson











Options Today

e-Learning (Lite)

Performance Support

- On the job support
- Access to information, education, and reference
- Podcasts
- Updates and alerts
- Forms and checklists

Collaboration

- Coaching
- Mentoring
- Social networking

Assessment

- Quizzes
- Tests
- Surveys and polls
- Certification

Innovation

- Games and simulations
- Location-based
- Augmented reality

User-Generated Content





Merrill Lynch

- Learn when can
- 7 week pilot
- Results 1% higher
- 45% less time
- 100% want more
- 99% felt format supports learning



8



Accenture

- SCORM compliance courses
- User satisfaction ratings averaging 4.4 on a 5.0 scale — compared to a 4.0 learner satisfaction rating for the computerbased versions of the same compliance courses





Health Management in Developing Countries

- Learning pills
- Newborn
- Data collection



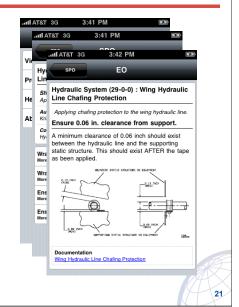






Technical Documentation

- Monkeywrench by Hybrid Learning Systems
- Mobile viewer for documents that meet the Darwin Information Type Architecture (DITA)





CrisisResponse.mobi

- Pilot demo project
- Existing content
- mobiSiteGalore
- 3 hours development
- 32 pages



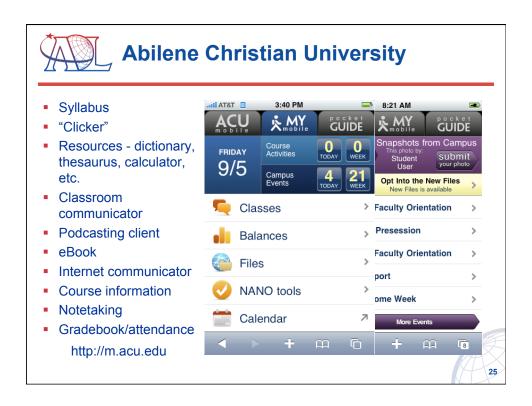
Augmented Reality Scientific Role Play Environments

- Game engine decoupled from game content
- Desktop PCbased AR content editor
- Significant collaboration, teamwork, and inquiry-based learning



People I've talked to:



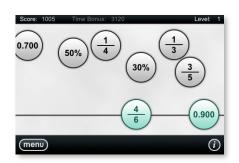






Virginia Mobile Learning Apps Development Challenge

- 93% of 6-to-9 year olds live in a home with a cell phone;
- 30% have cell phone.













Apple Podcasting and iPods

- Fort Stewart
- TRADOC
- Fort Gordon
- USFK
- Pentagon Channel
- ARNG and PEO STRI
- Language Training







Language Learning and Review

CL-150 community license

DLI, Navy, Marines, SOCOM



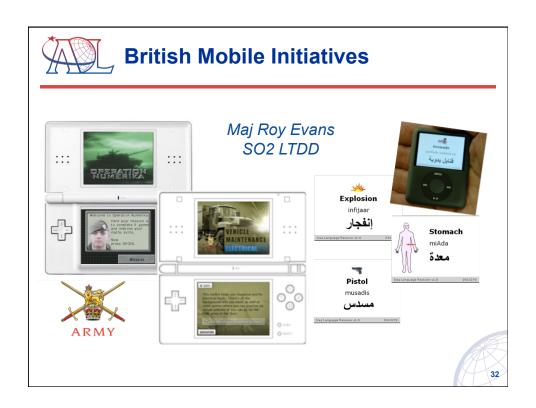














Directorate of Learning Innovation Canadian Defence Academy

- RCMP Investigator's Toolbox
- BlackBerry
- Desire2Go





33



Advantages of Mobile Learning

- Allows personalization choose when and where
- Enables reflection
- Informal and formal learning
- Collaborative learning
- Engaging
- Relevant
- Convenient
- Available

Adapted from James Clay





Challenges

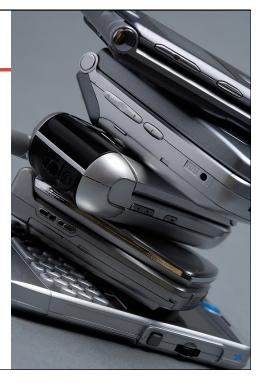
- Generational needs
- Changing culture
- Managing change
- Increasing effectiveness
- Increasing efficiency
- Ruggedized hardware
- Securing access





Hardware

- It's not about devices, but capabilities
- It's about the experience — not the technology





Looking Ahead...

- Location (already here)
- Mobile broadband
- Recognition
- Accelerometers
- Context aware
- Augmented Reality
- Machine to machine
- Near Field Communication
- Personalization

Sensors

Orientation

Heart rate

Blood glucose

Pulse







2D Codes

- City of Manor, Texas
- http://www. cityofmanor.org/smarttour/







39



Samsung Show Hands-on and Video at **MWC**







Transparent Devices?







Real-time Object Recognition





3-D Facial Recognition using Biometrics



Robert Caplin for The New York Times



Recognizr The Astonishing Tribe





Other Next Generation Solutions

- Context aware
- Location Services
- Sensors
- Accelerometers
- Orientation sensors
- Heart rate
- Blood glucose



http://fullpower.com



Current Activities

- Tracking Initiatives and Products
- Gathering Documents and Resources
- AETC Workshop and Consulting
- ONR Grants
- ITEC Meetings
- DAU Learning Games
- Industry Presentations and Workshops



45



Where Do I Learn More?

- ADL Portal
 - http://www.ADLNet.gov/
- mlearnopedia
 - http://mlearnopedia.com/
 - http://cc.mlearnopedia.com

